

Lone Wolf Club Newsletters

Newsletter #10

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Jonathan Blake – providing better quality scans of artwork taken from the books.

Paul Haskell – providing better quality scans of artwork taken from the books.

Daniel Hulse – providing scans two pages previously missing from this document.

Simon Osborne – creator and maintainer of this document.

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Publication Date: 13 January 2012

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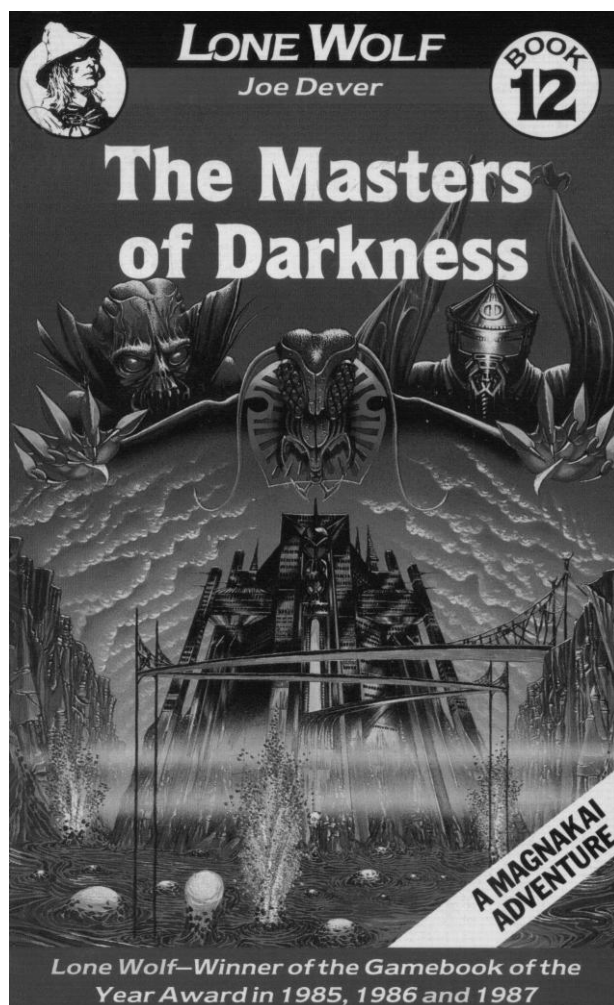
Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



Newsletter No. 10

April 1988 sees the long-awaited release of **'The Masters of Darkness'** the last in the Magnakai series of Lone Wolf gamebooks. Signed copies of this epic climax to the Magnakai Quest can be ordered (post free to UK members) using the special form on page 10.

But does this mark the end of the Lone Wolf adventures as we know them? Not so! A brand new Lone Wolf project has already begun, one that will chronicle the life history of the last Kai Lord and delve in depth into the fantastic world of Magnamund. Intrigued? Then turn to the 'News from the Monastery' feature on page six and discover what it's all about . . .

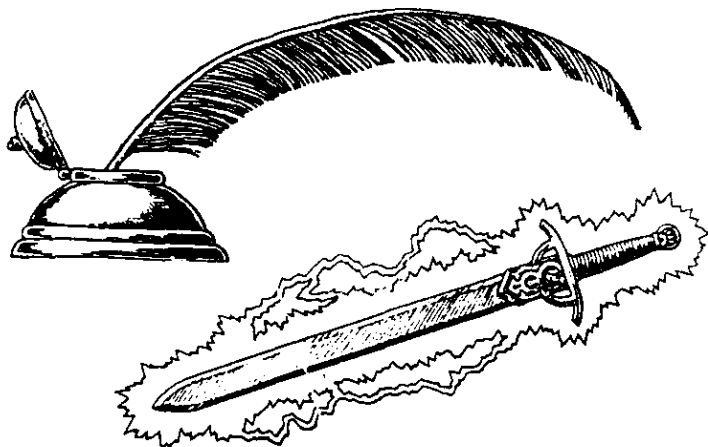


**OUT ON APRIL 14TH
1988
DON'T MISS IT!**



Monastery Mailbag

A SELECTION OF LETTERS FROM
LONE WOLF FANS



If, in a Magnakai adventure, we are instructed to eat a Meal (or lose 3 ENDURANCE points) and we do not have the Magnakai skill of Huntmastery, can we still use the basic skill of Hunting (assuming we're not in a desert or wilderness), e.g. Book 8, ref. 129?

(Krishna Camadoo, Watford)

Basically, yes you can. All Kai Masters who have completed one or more of the Lone Wolf 'basic' books (1-5) can benefit from their experience in this way. This will give them a real advantage over those who have tried only one or more of the Magnakai series books (6-12).

Where do the women and children of the Drakkarim live (or do they in fact exist at all)?

(Robert Weighill, Surrey)

Drakkarim society exists in their homelands, those territories that were colonized after their invasion of Northern Magnamund in the year MS 2591, namely Zaldir, Nyras, and Nyvoz. All of the Drakkarim that Lone Wolf encounters are soldiers in the Darkland army, which explains why he has never yet seen their women and children. Some Drakkarim units, notably the Death Knights, are trained from an early age and do not have families. But the others are predominantly natives of the Drakkarim homelands, or native to those lands that are policed by the Drakkarim (e.g. Ogia, Magador, Skaror, and Ghatan). The strongest Drakkarim males are automatically conscripted into the Darkland army when they reach the age of 17.

What happens to Lord Paido after Lone Wolf falls into the Shadow Gate at the end of Book 10?

(Nathan Worrell, Grimsby)

Sadly, I have to report that brave Lord Paido was slain by Darklord Gnaag as he tried to escape from the Shadow Gate chamber barely seconds after Lone Wolf disappeared.

When the Chaos-master died (Book 11), was the beholder of Yanis changed back to Sinay, and Serocca released from her prison?

(Micheal Hawrylkin, Cheshire)

Upon the death of the Chaos-master, the power-field that imprisoned Serocca immediately disappeared. However, where the effects of the Chaos-master's power had caused a mutation of a life form (e.g. the Beholder, the Plains of Guakor, and sections of the Nahgoth Forest) the reversal of those effects was a slow process. It took the equivalent of 10 Aon years for the Beholder to regain his former shape, and the equivalent of 25 years for the Plains of Guakor and the Nahgoth Forest to revert to their natural condition.

The Darklords are described as 'mortal', but mortal means human. The Darklords aren't human . . . Are they?

([Name Removed])

The dictionary definition of mortal is something that is subject to death. The Darklords are most definitely not human, but they are subject to death. A Darklord can be slain either by one of his own kind, by his creator—Naar, the King of the Darkness, or by their bane—the Sommerswerd.

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS, OR
COMMENTS ABOUT THE LONE WOLF SERIES,
SEND THEM TO: LONE WOLF CLUB

BEAVER BOOKS
BROOKMOUNT HOUSE
62-65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW



The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JAMIE DAVIES
Age: 12
Address: Scotland
Hobbies: Football, sport & computers.
Would like an American pen-pal, preferably female, aged 11–13.

Name: LISA DIXON
Age: 11
Address: England
Hobbies: Lone Wolf, computers, reading, drawing.
Would like a pen-pal (boy or girl) aged 11–13.

Name: SIMON BOUND
Age: 14
Address: England
Hobbies: Reading, Lone Wolf, RPGs, most sports, cricket, writing.
Would like a pen-pal (boy or girl) aged 13 / 14 years old.

Name: JENS MARTIN
Age: 13
Address: Luxembourg
Hobbies: Lone Wolf, cinema, computer games.
Would like a pen-pal (preferably female) aged 12–14, with similar interests.

Name: GRAHAM J DEER
Age: 15
Address: England
Hobbies: Lone Wolf, Grey Star, D&D, music, reading, miniature figure painting, Talisman.
Would like a pen-pal, preferably female, aged 15–18, with similar interests.

Name: IAN UTLEY
Age: 15
Address: England
Hobbies: Rugby, Queen, James Herbert.
Would like a pen-pal (boy or girl)—any age or interests.

Name: DANIEL BESSER
Age: 12
Address: England
Hobbies: Computers (C64), reading, RPGs.
Would like a pen-pal (boy or girl) who can swap computer games and /or RPG's.

Name: SIMON BLACKBURN
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, cinema, horror stories, FF & Rambo!
Would like a pen-pal (boy or girl) aged 11–13, with similar interests.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

THE LONE WOLF ADVENTURES

BATTLE ON ALEMA BRIDGE

SOON LONE WOLF REACHES
THE MAIN HIGHWAY TO...
HOLMGARD!



I CAN FOLLOW
THESE REFUGEES
TO HOLMGARD.

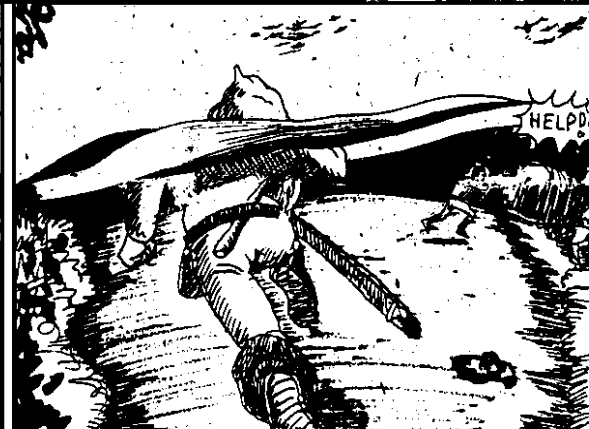
THEN!



HRAAIZ!!



RIEEE!
RUN!



HELP!



IT MUST BE ALEMA
BRIDGE! PRINCE
PELATHAR MIGHT BE
THERE!!

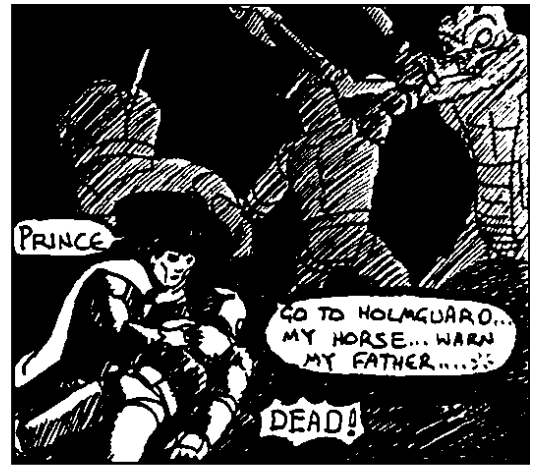
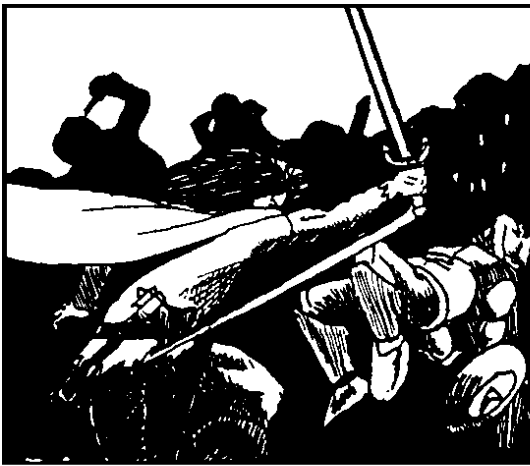


AAGH!

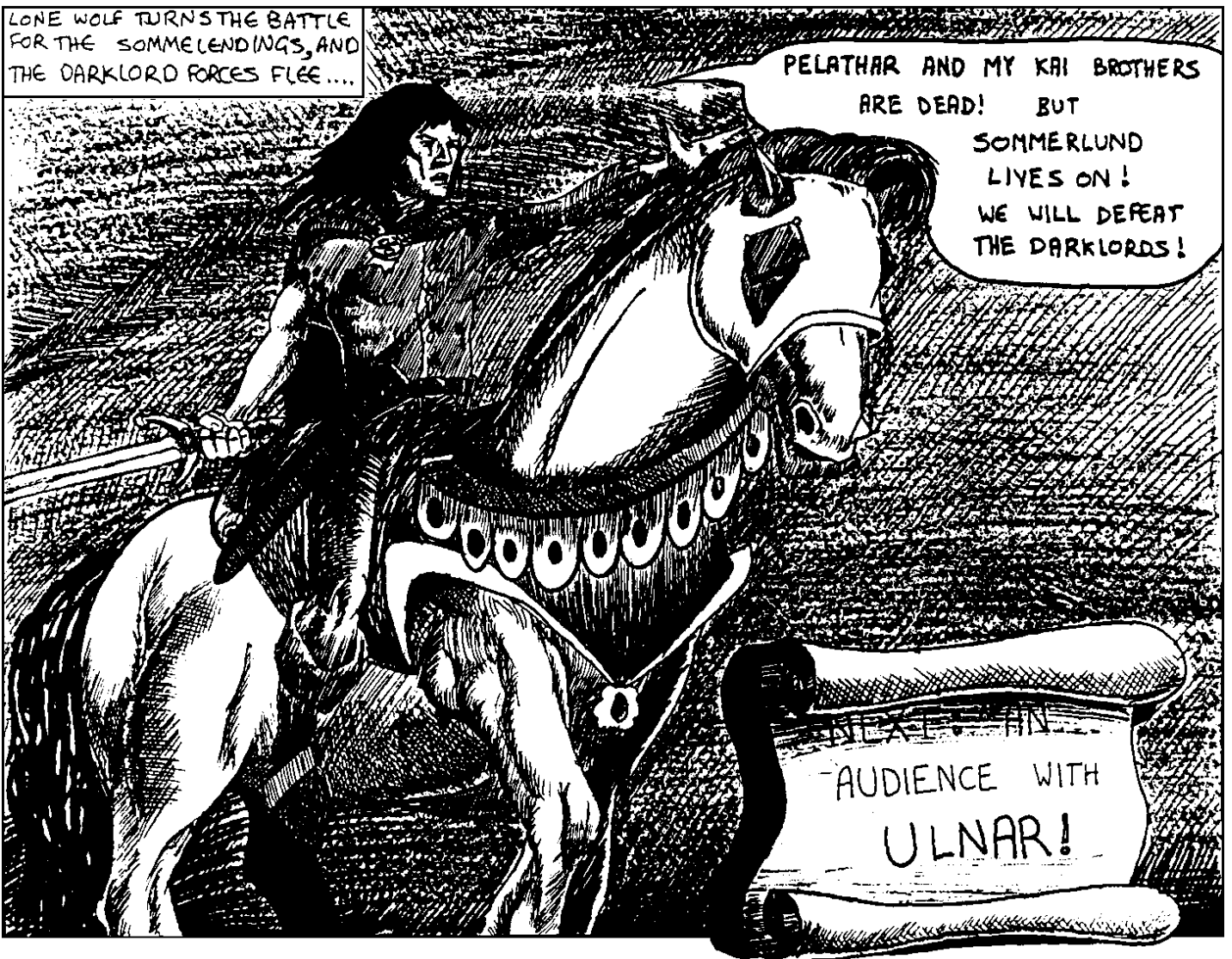
PRINCE PELATHAR!

PRINCE PELATHAR HAS BEEN
FELLED BY A GOURGAZ - BUT
LONE WOLF GOES IN
TO SAVE HIM!!!





LONE WOLF TURNS THE BATTLE FOR THE SOMMELENDINGS, AND THE DARKLORD FORCES FLEE....



PELATHAR AND MY KAI BROTHERS ARE DEAD! BUT SOMMERLUND LIVES ON! WE WILL DEFEAT THE DARKLORDS!

MEET AN AUDIENCE WITH ULNAR!

News from the Monastery

CHANGING LANES ON THE HIGHWAY!

As was announced in the last Club Newsletter, Joe is at the moment writing a new series of adventure gamebooks set in post-holocaust America in the year 2020AD, the first of which will be released in July 1988. Unfortunately, unbeknown to Joe (and everyone else who is not currently working on the project at Games Workshop), the chosen series title Highway Warrior is also the name of a new car-combat game that Games Workshop intend to release about the same time. Following the announcement of Joe's new series in Computer & Video Games magazine, a letter duly arrived from GW headquarters, threatening many and various legal tortures should he dare to even contemplate using said title. Rather than argue the point and risk delaying the publication of the series, both Joe and Beaver Books have agreed to let GW use the name Highway Warrior. Therefore, henceforth, let it be known far and wide that Joe Dever's new series will be called . . . (fanfare of trumpets) . . .

FREEWAY WARRIOR

The first book (due out 14th July) will be entitled: "Highway Holocaust", and the second book (due out end of October) will be called: "Slaughter Mountain Run".



CRASHING ON THE FREEWAY!

Every computer user's nightmare became an horrific reality for Joe Dever on the morning of January 14th 1988! Beaming with joy at having completed the first Freeway Warrior book 'Highway Holocaust', he settled down to the task of printing the manuscript (which was stored on a compact floppy disc) onto paper ready for delivery to Beaver Books. Forty pages later disaster struck . . . a mains power failure. When eventually the power returned, he discovered that 244 entries of Highway Holocaust had been reduced to meaningless scribble. "Aggggggggh!" (or a slightly ruder word to that effect) was heard throughout Essex as the unfortunate author tapped frantically at the keyboard in the vain hope of retrieving five weeks' work, but his efforts were to no avail. Now, however, we are pleased to tell you that the missing sections have all been rewritten. Joe says that, despite the agony of having to do it all over again, and the inevitable delay it caused to other pieces of work (such as this issue of the Club Newsletter for one), the story has definitely benefited from the rewrite. And the moral of the story . . . ?

ALWAYS MAKE A BACK—UP COPY!!!

FRONT PAGE NEWS! THE LEGEND OF LONE WOLF—NOW A SERIES OF FANTASY NOVELS!

Joe Dever is delighted to announce that contracts have been signed and work has already begun on a series of fantasy novels set in the world of Magnamund. Joe, together with well-known fantasy and science fiction writer—John Grant (famed for his collaborations with other authors such as Dave Langford and Colin Wilson)—are currently writing the first in what is hoped will be a long, exciting, and enduring series of books about the last Kai Lord of Sommerlund. The story begins one year before the events which take place in 'Flight from the Dark', enabling the authors to reveal all those details much-requested by Lone Wolf fans. Discover what life was like in Sommerlund and at the Kai Monastery; read about Lone Wolf's family; the subterfuge that preceded Vonotar's betrayal of the Kai Lords; and the growing menace of Darklord Zagarna. Each of the Lone Wolf novels will cover new ground, bringing to life the heroes and villains who populate the gamebooks. A joint publication of the first two books is planned for April 1989, but we shall be covering development of the series in forthcoming Lone Wolf Club Newsletters.

THE LONE WOLF GAME—PUBLICATION DELAY

The planned April release of the Lone Wolf game has been delayed due to a behind-the-scenes change affecting the game's manufacturers—Boss Leisure Ltd.—who also produce such games as 'Team-Tactix' and 'Champions'. Boss Leisure have recently been the subject of a business takeover by a certain other company who are best known for a trivial game that has virtually become a household name. Because all of the pre-production work on Lone Wolf (i.e. design and artwork for the playing pieces, board, rule-book, etc.) is complete and ready for printing, it is hoped that it will not be long before the new parent company puts it into full production. We will keep you posted of further developments.



KAI CROSSWORD KONFUSION!!!

Several anomalies have been pointed out by members who took part in last issue's Crossword Competition. On 31 down, it states there should be 4 letters, but there is only room for 3 (3 is correct; the answer is 'ADO'). For 33 down there should be 3 letters, whereas there is only room for 2 (33 down should have been 33 across). And there are no clues for 10 down and 17 down (10 down: Q. Blue-skinned giant? A. Ogron; 17 down: Q. Lord Paido's brother? A. Kasin.). Also, 43 across says 3 letters and there is only room for 2 [there should be three open spaces: answer 'SUE']. Apologies to all members who were unable to complete their crosswords. To be absolutely fair, we have decided to extend the deadline for delivery of completed forms to the 31st June. Prizes remain unchanged and the winners will be notified by post by the 15th July.



LONE WOLF

Joe Dever



In the February issue of 'Computer & Video Games' magazine, Britain's best-selling computer mag, there was a special Lone Wolf feature written by Deputy Editor Paul Boughton. Paul has kindly rewritten the feature especially for Lone Wolf Club members, and we hope you enjoy it...

1

Congratulations! Your decision to read on shows you to be a person with a questing mind, ready for new experiences, eager for action, and with a burning desire to take charge of your own destiny. But beware! You will need quick wits and swift reactions to survive fantasy role-playing books and, in particular, the world of Magnamund, in which the successful Lone Wolf books are set.

If you wish to read about Lone Wolf's creator, then go to **5**.

If you want to know what a gamebook is, then go to **13**.

2

The first two Lone Wolf books: *Flight from the Dark* and *Fire on the Water* are being turned into graphical adventures by Supersoft. The plot of the games will closely follow that of the books, but Joe Dever says that fans of the books who buy the games "will find that there are new choices, encounters, and routes to follow." Originally, Supersoft had intended to release *Flight from the Dark* in April, but have recently decided to launch both *Flight from the Dark* and *Fire on the Water* together in September. For information about the machines that the game, will be made for, write to Supersoft, Winchester House, Canning Road, Wealdstone, Harrow, Middx.

If you wish to read about the Lone Wolf game, then go to **12**.

If you wish to read about a Lone Wolf mini-competition, go to **15**.

3

Lone Wolf is the last surviving Kai Lord. His peaceful homeland—Sommerlund—was plunged into war when one of their magicians, called Vonotar, betrayed them to their mortal enemies—the Darklords of Helgedad. They invaded and all of the Kai Lords, save Lone Wolf, were massacred. He vowed vengeance on their killers. All Kai Lords are skilled in various Disciplines, such as Camouflage, Hunting, Tracking, Healing, and Weapon skills. They also have a Sixth Sense which alerts them to imminent dangers.

If you wish to read about the World of Magnamund, go to **8**.

If you wish read about the Lone Wolf Club, then go to **10**.

4

Your decision to stop reading means that you have no staying power and, even worse, you've probably missed out on a mini-competition!

If you've changed your mind and wish to continue, go to **1**.

If you really have finished, then turn over the page.

5

Joe Dever, the creator of the Lone Wolf books, was born in 1956 in Woodford Bridge, in Essex. So far he has published eleven books about Lone Wolf, four about Grey Star, and the *Magnamund Companion*. The twelfth and final Magnakai adventure will be published in April 1988.

Years of playing adventure games, and a taste for the books of Tolkien, Moorcock, and R E Howard, inspired Joe to create his own world of fantasy.

After leaving college, Joe became a session musician with an orchestra playing what he calls "elevator muzak—the sort of stuff you hear in hotel corridors." Later, he worked as a recording engineer with Virgin Records. In 1977, while working in Los Angeles, Joe first encountered *Dungeons & Dragons*.

"It was then very much in its infancy," says Joe, "but I could see its potential and I got into playing the game." From then on he became hooked on its concept, and developed it for use in his own adventure games.

And five years later, in 1982, Joe won the *Advanced Dungeons & Dragons* world championships, held before 16,000 people at Origins, the major US games convention held in Baltimore. He was the only British competitor.

But before that triumph, back in England, Joe started to host D&D games for the band, who were recording at Virgin's Manor Studios in Oxfordshire.

"It was while I was creating these early games that I started to develop a world in which the characters could operate."

The world he created was vast and complex, with its own myths, legends, heroes, villains, races, animals, and languages. Originally Joe intended this world to simply form the background to his own fantasy games. But it was destined to become the world of Magnamund, and background to the Lone Wolf saga.

If you want to know more about Magnamund, then go to **8**.

If you want to know more about Joe, turn to **7**.

6

Joe Dever has also written four books in a series called *Combat Heroes*. Each book can be played as a solo adventure or, when combined with its companion book, two people can play a combat 'duel'.

Together with Ian Page, Joe also produced a 4-book series of adventures entitled *Grey Star*, all about a Shianti magician from the southern continent of Magnamund.

If you wish to read about the Lone Wolf computer games, go to **2**.

If you wish to finish reading this feature, turn to **4**.

7

The advent of punk rock saw Joe make the decision to quit the music business. The Sex Pistols and New Wave music wasn't for him. It was a momentous decision; he ended up running a games shop in central London where one of his regular customers was illustrator Gary Chalk.

If you want to know more about Gary Chalk, then turn to **16**.

If you want to know more about Joe, turn to **9**.

8

The *Lone Wolf* series of books are set in the vast and complex fantasy world of Magnamund. Joe Dever has invented more than 18,000 years of its history, and documented all of its geography, nations, creatures, myths; legends, and gods. Together with Gary, Joe Dever produced the *Magnamund Companion*, a lavishly illustrated guide to this fantasy world. It's a must for those captivated by the Lone Wolf books and is published by Beaver Books (£6.95).

If you wish to read about Joe Dever's new *Freeway Warrior* books, then go to **14**.

If you wish to read about the Lone Wolf computer games, turn to **2**.

9

Role-playing games have always had a 'cult' following, but Joe wanted his adventures to have a much wider appeal. The format of paperback gamebooks was an ideal form in which to tell the saga of Lone Wolf, for never before had there been a long series of books in which the reader actually plays the part of the main character.

Drawing on the 18,000 years of history that he had created for his games, Joe set about writing the first Lone Wolf book. Gary Chalk illustrated it.

"I wrote the first book in September 1983. I rented a small cottage in Cornwall, and during my annual two weeks holiday, I went there on my own, with a typewriter and lots of paper, and wrote the first adventure *Flight from the Dark*."

The popularity of Livingstone and Jackson's *Warlock of Firetop Mountain* had alerted publishers to this new style of writing.

"I picked three of England's top publishing houses and offered them *Flight from the Dark*," says Joe. "They all wanted it, but in the end it was Sparrow Books, part of the Hutchinson Publishing Group, which signed me up."

The first book was an instant success and the other Lone Wolf books soon followed suit. Lone Wolf books have won Gamebook of the year awards in 1985, 1986, and 1987.

If you want to know about how Joe writes the books, then go to **11**.

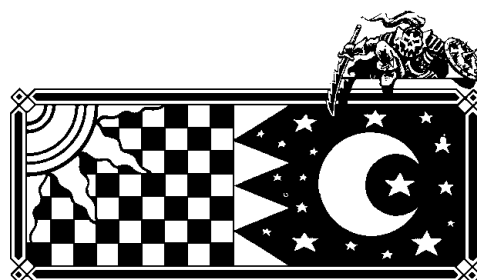
If you want to know about Joe's future plans, then go to **14**.

10

The Lone Wolf Club offers readers the chance to become more involved with the fantasy world of Magnamund. Joe writes a regular newsletter to members and the club offers competitions, events, and the chance to collect Lone Wolf souvenirs, and signed copies of the books as they are released. Joe also hosts special *Battle Days* for club members, at his home in Essex. Those who attend are able to play specially designed fantasy wargames, umpired by Joe, using some of his huge collection of fantasy miniatures. His collection totals more than 15,000 figures and is one of the largest of its kind in the world.

If you wish to stop reading this feature, go to **4**.

If you want to read about Joe's future plans, go to **14**.



11

From the very start, Joe saw the Lone Wolf series running for 12 books. "I planned the books as a series, rather than just as 'one-offs'. Having completed all of the background details about Magnamund, I knew the whole story of Lone Wolf and was able to break it down into separate books, each with its own climax. It was then simply a case of writing each episode in the series."

Joe makes it sound incredibly easy. But it is tremendously hard work getting the books down on paper. He says: "On average, I'm doing four or five books a year. Sometimes six. It's a demanding lifestyle, but it has its rewards. I get over a hundred letters a week, from fans all over the world. It's nice to know, especially four years after the first book was published, that millions are enjoying the series. Still, it's not easy—I usually work about 10 to 12 hours a day, six days a week, and sleep on the seventh!"

If you wish to read about the Lone Wolf Club, turn to **10**.

If you want to enter the Lone Wolf Club mini-competition, turn to **15**.

12

A role-playing board game featuring Lone Wolf will be coming out this year. Release was scheduled for April, but due to production delays [see *News from the Monastery* for more details] the release has been put back to later in the year. The game is not just targeted at Lone Wolf fans; it should appeal to fantasy fans of all ages.

If you want to read about the Lone Wolf computer games, turn to **2**.

If you wish to read about Lone Wolf, turn to **13**.

13

The wonderful thing about role-playing gamebooks is that the reader plays the hero, the main character of the story. Your decisions are his decisions. Whether you succeed in completing the book's quest or task is entirely up to you.

Normally you can equip yourself with a selection of weapons and personal skills. Every so often you are confronted with decisions, battles, or puzzles, and a series of options for you to choose from—just like this feature. Will you do this or that? The decision you take could send you off into another part of the adventure, end it immediately, or allow you to progress. During the adventure, decisions you make will affect your points in, say, COMBAT SKILL or ENDURANCE. When you have to battle with some person, a monster, or some other creature, the outcome could depend on your current points status. Unlike other gamebooks, in Lone Wolf you can actually carry over the points, skills, and items you have found, from one book to another. But at the same time you do not have to play the first book in the series in order to play or enjoy subsequent books.

If you wish to read about Lone Wolf, turn to **3**.

If you wish to read about Joe Dever's other role-playing gamebooks, then go to **6**.

14

The twelfth and final book in the Lone Wolf Magnakai series, *The Masters of Darkness*, will be published in April. But Joe Dever fans need not despair. He is already hard at work on his next gamebook series called *Freeway Warrior*, set in Texas in the year 2020AD, following a nuclear holocaust that has devastated the northern hemisphere. The disaster was caused not through war but by terrorism. The reader plays the part of Cal Phoenix, a young American who is protector of a group of survivors called Dallas Colony One. Joe says the series will be a cross between *The Grapes of Wrath* and *Mad Max*. The first book, called *Highway Holocaust*, will be published in July, and is illustrated by Melvyn Grant. Joe is contracted to write four books, with an option on four more.

After the first four *Freeway Warrior* books have been published, Joe plans to return to Lone Wolf with what he describes as a 'Grand Master' series which, he says, "will take the character of Lone Wolf to a much higher level of confrontation—talking to the gods!"

If you wish to read about the planned Lone Wolf computer games, turn to **2**.

If you wish to read about the Lone Wolf role-playing board game, then turn to **12**.

15

The Lone Wolf Club is running a mini-competition and giving away Lone Wolf T-shirts as prizes. All you have to do to be in with a chance of winning is answer the five Lone Wolf questions in the special section below.

16

Gary Chalk was the first illustrator for the Lone Wolf books, although Brian Williams and Brian Salmon provide the illustrations now. Gary was born in 1952 and began playing wargames at the age of 15. His interest in gaming led him to be involved in the creation of several games including *Cry Havoc*, *Starship Captain*, and *Battlecars*, on which he worked with Ian Livingstone.

If you want to know more about Magnamund, go to **8**.

If you want a checklist of Joe Dever's books, turn to **17**.

17

The Lone Wolf series of books consists of 12 titles: *Flight from the Dark*; *Fire on the Water*; *The Caverns of Kalte*; *The Chasm of Doom*; *Shadow on the Sand*; *The Kingdoms of Terror*; *Castle Death*; *The Jungle of Horrors*; *The Cauldron of Fear*; *The Dungeons of Torgar*; *The Prisoners of Time*; *The Masters of Darkness*.

The Combat Heroes series of books consist of two companion pairs: *White Warlord & Black Baron*, and *Emerald Enchanter & Scarlet Sorcerer*.

The Grey Star series consist of: *Grey Star the Wizard*; *The Forbidden City*; *Beyond the Nightmare Gate*; *War of the Wizards*.

In addition, there is also *The Magnamund Companion* and *The Lone Wolf Poster Painting Book* (by Gary Chalk).

If you want to know more about the Magnamund Companion, turn to **8**.

If you want to find out about the Lone Wolf Club mini-competition, turn to **15**.



▲ Joe Dever

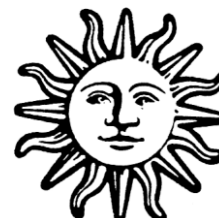
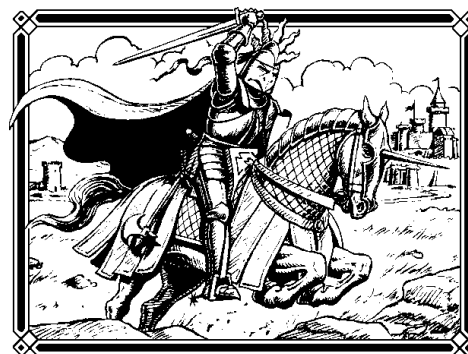
LONE WOLF CLUB MINI-COMPETITION

1. What is the title of Book 5 in the Lone Wolf series?
.....
2. What is the name of Joe Dever's new series of adventure gamebooks?
.....
3. Which company is producing the Lone Wolf software?
.....
4. Where was Joe Dever born?
.....
5. What is the name of Lone Wolf's homeland?
.....

If you don't know the answers, go to 1.

If you wish to know more about the Lone Wolf computer games, turn to 2.

Send your answers on this form (or a photocopy) to: THE LONE WOLF CLUB, Mini-competition, 62-65 Chandos Place, London, WC2N 4NW, to arrive no later than 13th June 1988. The first five correct entries, picked at random from all those correct entries received by the closing date, will each receive a Lone Wolf T-shirt.



NAME

ADDRESS

..... POST CODE

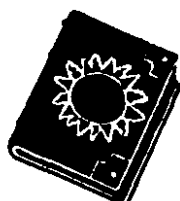
AGE T-SHIRT SIZE

(T-shirt sizes: SM, MED, LGE, EX)



LONE WOLF

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the Lone Wolf, Grey Star, Combat Heroes and Freeway Warrior series, signed by author—JOE DEVER.



Send your order to:

LONE WOLF BOOK OFFER, C/o BEAVER BOOKS, 62-65 Chandos Place, London, WC2N 4NW, England.

POSTAGE CHARGES.

No. books	UK/BFPO	OVERSEAS
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
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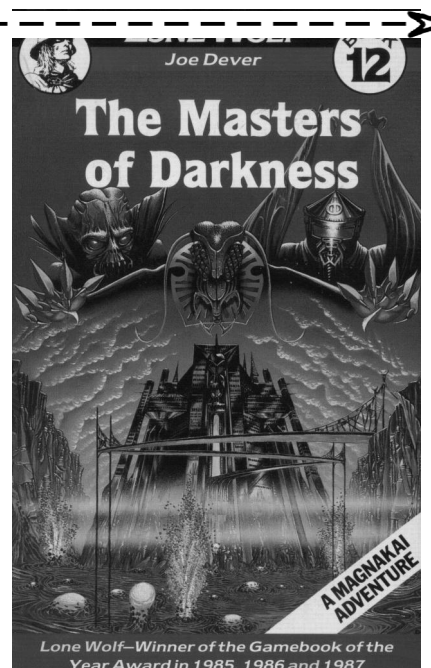
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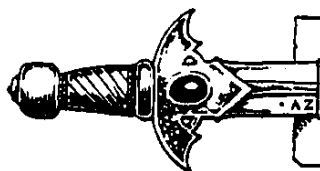
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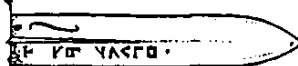
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THE LONE WOLF WORD SEARCH COMPETITION RESULTS



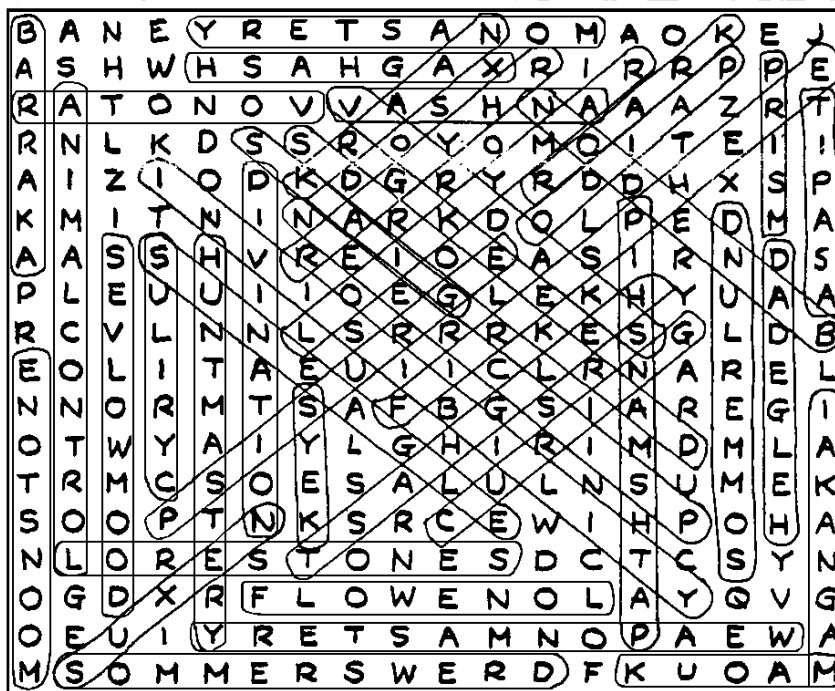
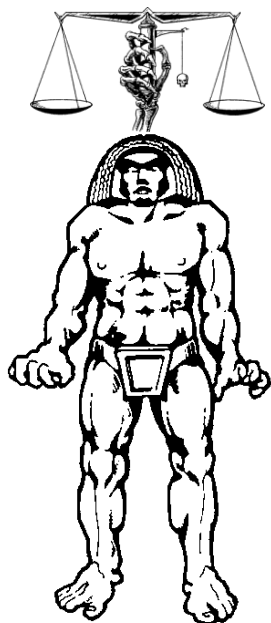
The winner of the Word Search competition which featured in Newsletter No. 8 was:

JONATHAN CRANLEIGH of HUDDERSFIELD, W.YORKS

who was the only entrant to uncover all 40 Lone Wolf words which were hidden in the letter grid. Jonathan wins first prize: an ALBA CP6 Personal Stereo Cassette Player and a pair of headphones. The three runners-up, whose entries ranked the highest of all those remaining, were:

PHILIP ALEXANDER	of BRIGHTON	(39 words)
DAVE CUNNINGHAM	of SWINDON	(38 words)
PAUL GRISEDALE	of CREDITON	(38 words)

They each receive signed copies of THE LONE WOLF ADVENTURES, the deluxe hardback omnibus edition of Lone Wolf Books 1 & 2. For all of you who want to know what the hidden words were, and where they were hidden, here's Jonathan's winning entry form, plus a full listing of those 40 Lone Wolf words:



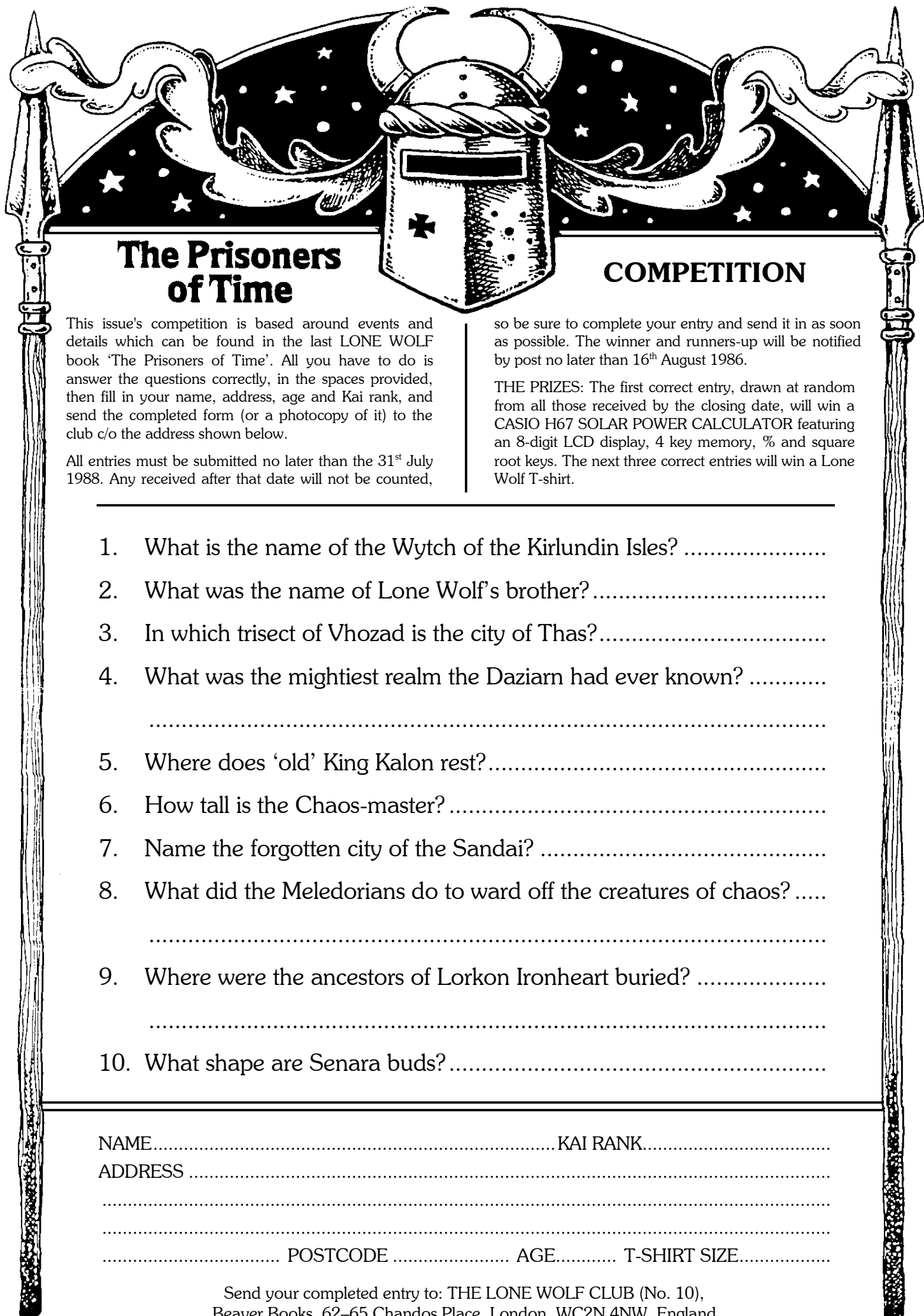
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CYRILUS
DARKLORDS
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HUNTMASTERY
INVISIBILITY
KEYS
KRAAN
LOI KYMAR
LONE WOLF
LORESTONES
MAGNAKAI

MAOUK
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NEXUS
PAIDO
PATHSMANSHIP
PRISM
PSI SCREEN
PSI SURGE
RHYGAR

ROARK
SOMMERLUND
SOMMERSWERD
SUN EAGLE
TIPASA
VASHNA
VONOTAR
VORDAKS
WEAPONMASTERY
XAGHASH

Congratulations to Jonathan, Philip, Dave, and Paul, and a special thank you to **Claire Brotherton** who devised this challenging puzzle.



The Prisoners of Time

COMPETITION

This issue's competition is based around events and details which can be found in the last LONE WOLF book 'The Prisoners of Time'. All you have to do is answer the questions correctly, in the spaces provided, then fill in your name, address, age and Kai rank, and send the completed form (or a photocopy of it) to the club c/o the address shown below.

All entries must be submitted no later than the 31st July 1988. Any received after that date will not be counted,

so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post no later than 16th August 1986.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a CASIO H67 SOLAR POWER CALCULATOR featuring an 8-digit LCD display, 4 key memory, % and square root keys. The next three correct entries will win a Lone Wolf T-shirt.

1. What is the name of the Wytych of the Kirlundin Isles?
2. What was the name of Lone Wolf's brother?
3. In which trisect of Vhozad is the city of Thas?
4. What was the mightiest realm the Daziam had ever known?
.....
5. Where does 'old' King Kalon rest?
6. How tall is the Chaos-master?
7. Name the forgotten city of the Sandai?
8. What did the Meledorians do to ward off the creatures of chaos?
.....
9. Where were the ancestors of Lorkon Ironheart buried?
.....
10. What shape are Senara buds?

NAME..... KAI RANK.....
ADDRESS
.....
.....
..... POSTCODE AGE..... T-SHIRT SIZE.....

Send your completed entry to: THE LONE WOLF CLUB (No. 10),
Beaver Books, 62-65 Chandos Place, London, WC2N 4NW, England

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21 August 2009

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